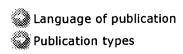


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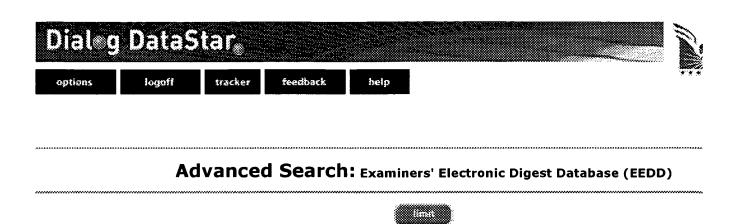
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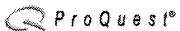
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1 Web accessibility: Improving the accessibility of aurally rendered HTML tables Robert Filepp, James Challenger, Daniela Rosu

July 2002 Proceedings of the fifth international ACM conference on Assistive technologies

Full text available: pdf(1.36 MB)

Additional Information: full citation, abstract, references, citings, index

Current techniques employed to aurally render HTML tables often result in output that is very difficult for sight-impaired users to understand. This paper proposes TTPML, an XMLcompliant markup language, which facilitates the generation of prose descriptions of tabular information. The markup language enables content creators to specify contextual reinforcement of, and linear navigation through, tabular information. The markup language may be applied to pre-existing Web content and is reusable ...

**Keywords**: Web accessibility, XML, aural interfaces, tables

Potpourri: Translation analysis and translation automation

Pierre Isabelle, Marc Dymetman, George Foster, Jean-Marc Jutras, Elliott Macklovitch, Francois Perrault, Xiaobo Ren, Michel Simard

October 1993 Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: distributed computing - Volume 2

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Additional Information: full citation, abstract, references, citings

We argue that the concept of translation analysis provides a suitable foundation for a new generation of translation support tools. We show that pre-existing translations can be analyzed into a structured translation memory and describe our TransSearch bilingual concordancing system, which allows translators to harness such a memory. We claim that translation analyzers can help detect translation errors in draft translations and we present the results of an experiment on the ...

3 Strategic directions in artificial intelligence

Jon Dovle, Thomas Dean

December 1996 ACM Computing Surveys (CSUR), Volume 28 Issue 4

Full text available: pdf(243.02 KB) Additional Information: full citation, references, index terms

4	Special section-Natural Language: Robust man-machine interfaces and dialog modelling: Carnegie-Mellon University  Mark Boggs, Jaime Carbonell, Robert Frederking, Phil Hayes, George Mouradian, Don Kosy, Michael Mauldin, Hiromichi Fujisawa  January 1982 ACM SIGART Bulletin, Issue 79	
	Full text available: pdf(385.16 KB) Additional Information: full citation, abstract, references	
	A number of projects at the Carnegie-Mellon University Computer Science Department address issues in Natural Language Processing. Since several of these projects share rescarchers and a similar view of the world, we have listed them in a single summary. Our general interests are in robust man-machine interfaces and the modelling of human dialogs.	
5	The "HyTime": hypermedia/time-based document structuring language Steven R. Newcomb, Neill A. Kipp, Victoria T. Newcomb November 1991 Communications of the ACM, Volume 34 Issue 11	
	Full text available: pdf(12.96 MB) Additional Information: full citation, references, citings, index terms	
6	Man-aided computer translation from English into French using an on-line system to manipulate a bi-lingual conceptual dictionary, or thesaurus  Margaret Masterman	
	August 1967 Proceedings of the 1967 conference on Computational linguistics  Full text available: pdf(914.09 KB) Additional Information: full citation, references	
7	The rhythm of lexical stress in prose  Doug Beeferman  June 1996 Proceedings of the 34th annual meeting on Association for Computational  Linguistics	
	Full text available: pdf(718.04 KB) Additional Information: full citation, abstract, references Publisher Site	
	"Prose rhythm" is a widely observed but scarcely quantified phenomenon. We describe an information-theoretic model for measuring the regularity of lexical stress in English texts, and use it in combination with trigram language models to demonstrate a relationship between the probability of word sequences in English and the amount of rhythm present in them. We find that the stream of lexical stress in text from the Wall Street Journal has an entropy rate of less than 0.75 bits per syllable for c	
8	Continuous speech recognition and evaluation I: Collection and analyses of WSJ-CSR data at MIT Michael Phillips, James Glass, Joseph Polifroni, Victor Zue February 1992 Proceedings of the workshop on Speech and Natural Language HLT '91	******
	Full text available: pdf(635.17 KB) Additional Information: full citation, abstract, references	
	Recently, the DARPA community started a new data collection initiative in the Wall Street	

9	Prosody: On customizing prosody in speech synthesis: names and addresses as a	
	<u>case in point</u> Kim E. A. Silverman March 1993 <b>Proceedings of the workshop on Human Language Technology HLT '93</b>	
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	This work assesses the contribution of domain-specific prosodic modelling to synthetic speech quality in a name-and-address information service. A prosodic processor analyzes the textual structure of labelled input strings, and inserts markers which specify the intended prosody for the DECtalk text-to-speech synthesizer. These markers impose discourse-level prosodic organization, annotate the information structure, and adapt the speaking rate to listeners in real time. In a quantitative comparis	
10	The contribution of parsing to prosodic phrasing in an experimental text-to-speech	
	system Joan Bachenko, Eileen Fitzpatrick, C. E. Wright July 1986 Proceedings of the 24th annual meeting on Association for Computational Linguistics	
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	While various aspects of syntactic structure have been shown to bear on the determination of phraselevel prosody, the text-to-speech field has lacked a robust working system to test the possible relations between syntax and prosody. We describe an implemented system which uses the deterministic parser Fidditch to create the input for a set of prosody rules. The prosody rules generate a prosody tree that specifies the location and relative strength of prosodic phrase boundaries. These specificati	
11	A computational theory of prose style for natural language generation  David D. McDonald, James D. Pustejovsky  March 1985 Proceedings of the second conference on European chapter of the  Association for Computational Linguistics	
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	In this paper we report on initial research we have conducted on a computational theory of prose style. Our theory speaks to the following major points:1. Where in the generation process style is taken into account.2. How a particular prose style is represented; what "stylistic rules" look like;3. What modifications to a generation algorithm are needed; what the decision is that evaluates stylistic alternatives;4. What elaborations to the normal description of surface structure are necessary to	
12	Linguistics: poetics: Efficiency tools in the speeches of Martin Luther King, Jr. M. Cassandra Foster Smith September 1980 Proceedings of the 8th conference on Computational linguistics	
	Full text available: pdf(555.12 KB) Additional Information: full citation, abstract, references	
	This thesis represents the results of a computer-aided analysis of aspects of speeches of the Reverend Martin Luther King, Jr. Specifically, the analysis has investigated the occurrence of indicators of the efficiency functiontools facilitating the comprehension of a discourse by a hearer or readerin four speeches of Dr. King.Contrary to the expectations of many who anticipate complex grammatical structures in the discourse of those who are speechmakers before many and diverse audiences, thi	е
13	Parsing with a small dictionary for applications such as text to speech	

Douglas D. O'Shaughnessy

June 1989 Computational Linguistics, Volume 15 Issue 2

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Full text available: pdf(1.36 MB) Additional Information: full citation, abstract, references, citings

While the general problem of parsing all English text is as yet unsolved, there are practical applications for text processors of limited parsing capability. In automatic synthesis of speech from text, for example, speech quality is highly dependent on realistic prosodic patterns. Current synthesizers have difficulty obtaining sufficient linguistic information from an input text to specify prosody properly. When people speak, they often use the syntactic structure of the text message to determin ...

14 The correction of ill-formed input using history-based expectation with applications to speech understanding



Pamela K. Fink, Alan W. Biermann

January 1986 Computational Linguistics, Volume 12 Issue 1

Full text available: pdf(1.74 MB) Additional Information: full citation, abstract, references, citings

A method for error correction of ill-formed input is described that acquires dialogue patterns in typical usage and uses these patterns to predict new inputs. Error correction is done by strongly biasing parsing toward expected meanings unless clear evidence from the input shows the current sentence is not expected. A dialogue acquisition and tracking algorithm is presented along with a description of its implementation in a voice interactive system. A series of tests are described that show the ...

15 Special issue on using large corpora: II: Using register-diversified corpora for general language studies



Douglas Biber

June 1993 Computational Linguistics, Volume 19 Issue 2

Full text available: pdf(1.43 MB) Additional Information: full citation, abstract, references, citings

The present study summarizes corpus-based research on linguistic characteristics from several different structural levels, in English as well as other languages, showing that register variation is inherent in natural language. It further argues that, due to the importance and systematicity of the linguistic differences among registers, diversified corpora representing a broad range of register variation are required as the basis for general language studies. First, the extent of cross-register di ...

16 Towards Personal MT: general design, dialogue structure, potential role of speech Christian Boitet



August 1990 Proceedings of the 13th conference on Computational linguistics - Volume

Full text available: Photf(711.41 KB) Additional Information: full citation, abstract, references

Personal MT (PMT) is a new concept in dialogue-based MT (DBMT), which we are currently studying and prototyping in the LIDIA project Ideally, a PMT system should run on PCs and be usable by everybody. To get his/her text translated into one or several languages, the writer would accept to cooperate with the system in order to standardize and clarify his/her document. There are many interesting aspects in the design of such a system. The paper briefly presents some of them (HyperTex ...

Keywords: ambiguity resolution, dialogue-based Machine Translation, man-machine dialogue, personal machine translation, speech synthesis

17 Towards Personal MT: general design, dialogue structure, potential role of speech Christian Boitet August 1990 Proceedings of the 13th conference on Computational linguistics - Volume 3	
Full text available: pdf(758.74 KB) Additional Information: full citation, abstract, references, citings	
Personal MT (PMT) is a new concept in dialogue-based MT (DBMT), which we are currently studying and prototyping in the LIDIA project Ideally, a PMT system should run on PCs and be usable by everybody. To get his/her text translated into one or several languages, the writer would accept to cooperate with the system in order to standardize and clarify his/her document. There are many interesting aspects in the design of such a system. The paper briefly presents some of them (HyperTex	
<b>Keywords:</b> ambiguity resolution, dialogue-based Machine Translation, man-machine dialogue, personal machine translation, speech synthesis	
18 Speech recognition bibliography N. B. Lerner July 1989 ACM SIGOIS Bulletin, Volume 10 Issue 3	
Full text available: pdf(606.72 Additional Information: full citation, index terms  KB)	
19 High level knowledge sources in usable speech recognition systems S. L. Young, A. G. Hauptmann, W. H. Ward, E. T. Smith, P. Werner February 1989 Communications of the ACM, Volume 32 Issue 2	
Full text available: pdf(1.62 MB)  Additional Information: full citation, abstract, references, citings, index terms	
The authors detail an integrated system which combines natural language processing with speech understanding in the context of a problem solving dialogue. The MINDS system uses a variety of pragmatic knowledge sources to dynamically generate expectations of what a user is likely to say.	
20 Why is synthetic speech harder to remember than natural speech?  John A. Waterworth  April 1985 Proceedings of the SIGCHI conference on Human factors in computing systems  Full text available: pdf(578.15 KB) Additional Information: full citation, abstract, references, index terms	
Previous research has demonstrated that synthetic speech is less well recalled than natural speech. Luce et al (1983) concluded that this was because synthetic speech increases the effort involved in encoding and/or rehearsal of presented information. Results of the experiments described here, which involved ordered recall of lists of ten words spoken in either a synthetic or a natural voice, with repetition of the words as a measure of successful	

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Web accessibility: Improving the accessibility of aurally rendered HTML tables Robert Filepp, James Challenger, Daniela Rosu

July 2002 Proceedings of the fifth international ACM conference on Assistive

Full text available: pdf(1.36 MB)

Additional Information: full citation, abstract, references, citings, index terms

Current techniques employed to aurally render HTML tables often result in output that is very difficult for sight-impaired users to understand. This paper proposes TTPML, an XMLcompliant markup language, which facilitates the generation of prose descriptions of tabular information. The markup language enables content creators to specify contextual reinforcement of, and linear navigation through, tabular information. The markup language may be applied to pre-existing Web content and is reusable ...

Keywords: Web accessibility, XML, aural interfaces, tables

<sup>2</sup> Enabling hypermedia messaging: BPRM—a body part relationship module K. Lenssen



October 1994 Proceedings of the second ACM international conference on Multimedia

Full text available: pdf(793.80 KB) Additional Information: full citation, abstract, references, index terms

Hypermedia is well known as a simple and natural extension of multimedia and hypertext. Multimedia provides the richness in data types that facilitates flexibility in expressing information, while hypertext provides a control structure that supports an elegant way of navigating through this data in a content-based manner. The power of hypermedia results from merging both techniques. Providing those extended features on the users desktop environment and in consequence, combining them with av ...

A spreading activation approach to text illustration

K. Hartmann, Th. Strothotte



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In this paper we present a new approach to implement intelligent multimedia interfaces. Its central elements are a media-independent formal representation of the presented knowledge and media-specific realization statements. Reference hypotheses for media objects are established automatically. Subsequently, the reference hypotheses are validated and weighted by a spreading activation algorithm. Moreover, the spreading activation algorithm determines those entities of the formal representation wh ...

Keywords: intelligent multimedia interfaces, spreading activation, text illustration

4	Standards, mark-up, and metadata: XML semantics and digital libraries
	Allen Renear, David Dubin, C. M. Sperberg-McQueen, Claus Huitfeldt
	May 2003 Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries
	Full text available: pdf(52.03 KB)  Additional Information: full citation, abstract, references, index terms

The lack of a standard formalism for expressing the semantics of an XML vocabulary is a major obstacle to the development of high-function interoperable digital libraries. XML document type definitions (DTDs) provide a mechanism for specifying the syntax of an XML vocabulary, but there is no comparable mechanism for specifying the semantics of that vocabulary --- where semantics simply means the basic facts and relationships represented by the occurrence of XML constructs. A substantial loss of ...

5 Technical correspondence CORPORATE Tech Correspondence November 1987 Communications of the ACM, Volume 30 Issue 11

Full text available: pdf(581.61 KB) Additional Information: full citation, references, index terms

Tutorial on fuzzy logic in simulation

M. Luisa McAllister, Sergei A. Ovchinnikov, John T. Dockery, Klaus-Peter Adlassnig December 1985 Proceedings of the 17th conference on Winter simulation

Full text available: Pdf(521.16 KB) Additional Information: full citation, abstract, references

The objective of this tutorial is to introduce to the simulation community another tool that is now available. This tool is best known under the name of Fuzzy Set Theory. This tutorial contains a brief discussion of the current trends in simulation which we believe justify the need of this new tool. Kept to a minimum, the Introduction to fuzzy sets will be strictly limited to the case of a finite number of elements. Most attention will be devoted to fuzzy logic. It is precisely fuzzy logic ...

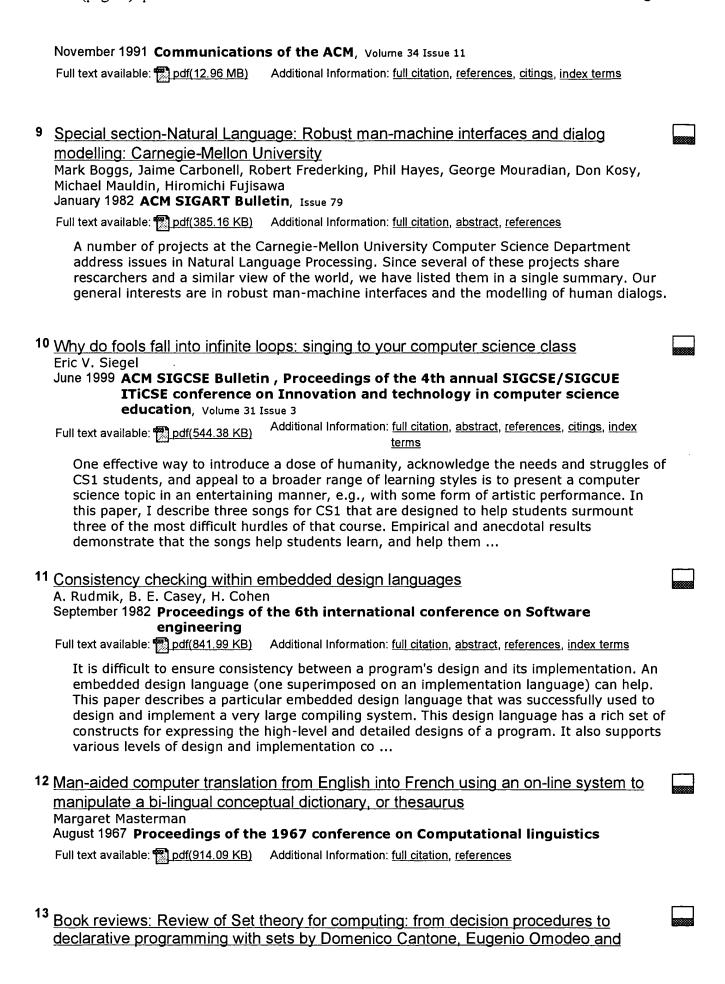
7 Topological considerations in isosurface generation Allen van Gelder, Jane Wilhelms October 1994 ACM Transactions on Graphics (TOG), Volume 13 Issue 4

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(4.25 MB) terms, review

A popular technique for rendition of isosurfaces in sampled data is to consider cells with sample points as corners and approximate the isosurface in each cell by one or more polygons whose vertices are obtained by interpolation of the sample data. That is, each polygon vertex is a point on a cell edge, between two adjacent sample points, where the function is estimated to equal the desired threshold value. The two sample points have values on opposite sides of the threshold, and the interp ...

Keywords: ambiguity, isosurface extraction, scientific visualization, surface fitting, surface topology

The "HyTime": hypermedia/time-based document structuring language Steven R. Newcomb, Neill A. Kipp, Victoria T. Newcomb



	Alberto Policriti. Springer-Verlag 2001. Robert J. Irwin September 2003 ACM SIGACT News, Volume 34 Issue 3	
	Full text available: pdf(630.43 KB) Additional Information: full citation	
14	Potpourri: Translation analysis and translation automation Pierre Isabelle, Marc Dymetman, George Foster, Jean-Marc Jutras, Elliott Macklovitch, Francois Perrault, Xiaobo Ren, Michel Simard October 1993 Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: distributed computing - Volume 2  Full text available: pdf(1.12 MB) Additional Information: full citation, abstract, references, citings	
	We argue that the concept of <i>translation analysis</i> provides a suitable foundation for a new generation of translation support tools. We show that pre-existing translations can be analyzed into a <i>structured translation memory</i> and describe our TransSearch bilingual concordancing system, which allows translators to harness such a memory. We claim that translation analyzers can help detect <i>translation errors</i> in draft translations and we present the results of an experiment on the	
15	Shrouds: optimal separating surfaces for enumerated volumes Gregory M. Nielson, Gary Graf, Ryan Holmes, Adam Huang, Mariano Phielipp May 2003 Proceedings of the symposium on Data visualisation 2003 VISSYM '03	
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	We describe new techniques for computing a smooth triangular mesh surface that surrounds an enumerated volume consisting of a collection of points from a 3D rectilinear grid. The surface has the topology of an isosurface computed by a marching cubes method applied to a field function that has the value one at the points in the volume and zero for points not in the volume. The vertices are confined to the edges of the grid that penetrate this separating surface and the precise positions are compu	
16	ACM forum February 1982 Communications of the ACM, Volume 25 Issue 2	
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17	Strategic directions in artificial intelligence Jon Doyle, Thomas Dean December 1996 ACM Computing Surveys (CSUR), Volume 28 Issue 4	
	Full text available: pdf(243.02 KB) Additional Information: full citation, references, index terms	
18	Structural analysis of science prose: can we increase problem-solving performance? Richard E. Mayer August 1995 ACM SIGDOC Asterisk Journal of Computer Documentation, Volume 19 Issue 3	
	Full text available: pdf(1.28 MB) Additional Information: full citation, abstract, index terms	
	This chapter explores techniques for analyzing the structure and improving the understandability of science prose. Structure refers to a distinction between idea units that explain the mechanisms underlying a rule (explanative information) and idea units that do not (non-explanative information). Understandability is measured by tests of creative problem solving based on information in the passage. Science prose refers to a passage	

that contains a functional rule among two or more variables and ...

# 19 Communicating with decision tables, flowcharts, and prose

T. C. Willoughby, A. D. Arnold

September 1972 ACM SIGMIS Database, Volume 4 Issue 3

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Prose, flowcharts, and decision tables are three techniques which can be used to describe process flows. Since they can be used to communicate actions and alternatives to people, one should be able to measure their effectiveness as communication aids. This study compared the ability of unsophisticated users to solve simple problems stated in each of the three forms.

# <sup>20</sup> The PROSE [protection system evaluator] model

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The PROSE model is a combined GASP IV computer simulation to aid in the evaluation of protection systems. The primary systems that the PROSE model was designed for is the safeguarding of special nuclear fuel in transit or at a fixed site. The method used in designing the PROSE study model was to simulate a small arms combat between a guard force and attacking adversaries. Discrete events include player and vehicle movement, engagement between two players, portal construction and ...

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